SPRITE EDITOR

Operating instructions are built into the programme.

LOADING INSTRUCTIONS
TO LOAD: Type LOAD", then press RETURN key (no name required). You may have to adjust the volume settings and remember to have the tone on high. Once the programme has loaded, stop the tape and type RUN, push CR.

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SPRITE EDITOR
INTRODUCTION

The Grandstand Sega Sprite Editor enables you to create up to 16 individual sprites. Sprites can be copied, created, altered, magnified and inverted horizontally and vertically using this program.

OPTION G
This prompts the user for a hexidemical value (see Table 1) which is then used to create a full set of 16 sprites. It can be used to erase all the sprites by inputing a value of 0.

OPTION H
This returns the flashing cursor to sprite 0 on the sprite definition screen.

OPTION I
This inverts the sprite to give you a mirror image.

OPTION J
Prompts for a sprite number (between 0 and 15) and places the cursor at the beginning of that line.

OPTION K
This enables the user to copy a sprite that has already been defined to the sprite line where the cursor is currently located.

OPTION L
Returns to the function menu and if there is no key entry after 10 seconds it returns to the sprite definition screen.

OPTION M
This allows the user to switch between Mag 1 and Mag 3 (Mag 3 being twice the size of Mag 1).

OPTION N
This creates a negative sprite of the sprite line.

OPTION O
This produces a demonstration and wipes the sprites currently created.

OPTION P
This produces a print out on the Sega SP400 Plotter/Printer of the information to create this space.

↑↓→→
Movement around the information

CR

Finishes the last line and moves down a line.

SPRITE CREATION

Each sprite is made up of a 8 x 8 block of dots (Pixels). This block is divided in half down the middle and the information to make the sprite is composed of 16 hexidemical characters. This hexidemical information is obtained by comparing the 4 blocks in rows on either side of the dividing line with Table 1 eg. see below. Thus for each of the eight rows 2 hexidemical characters of information are required (a total of 16 characters).

Compare the 1st half of the top row with Table 1. The top row has 2 blocks off and 2 blocks on. This corresponds with hexidemical code 3. Compare the other half of the top row with Table 1. You now have a value of C. Add this to this first value. The hexidemical information to make this line appear is 3C. Continue line by line to the bottom 8 x 8 block. Adding the hexidemical to give a 16 character pattern. For the below sprite this would be 3C7EFFE7E7FF7FF7E3C.